

AMENDMENTS TO THE SPECIFICATION:

Please replace paragraph 0005 with the following rewritten version:

A first aspect of the ~~The~~ present invention is a video game program for causing a computer to implement a video game that can be executed by means of a controller, in which a character and a moving object are displayed on a monitor, and the moving object is dispatched by the character, the video game program comprising:

Please replace paragraphs 0013 to 0020 with the following rewritten version:

[0013] The video game program according to a second aspect of the present invention ~~Claim 2~~ further implements a third request receiving function with the computer in the video game program according to the first aspect recited in Claim 1. The third request receiving function receives a destination indicating request and trajectory properties specifying request from the controller, in order to indicate the destination and specify the trajectory properties of the moving object up to the destination, before the first request receiving function receives an operation initiation request. At this point, the moving object control function controls the movement of the moving object according to the destination indicating request and trajectory properties specifying request received by the third request receiving function. In this case, the moving object control function controls the movement of the moving object according to the destination indicating request and the trajectory properties specifying request of the third request receiving function, before the first request receiving function receives the operation initiation request, as well as according to the timing at which the second request receiving function received the

dispatch request. Thereby, the video game player can control the movement of the moving object even before the character's moving object dispatch operation, as well as during the character's moving object dispatch operation, and the nervousness and sense of realism felt at the time the video game player causes the character to dispatch the moving object can be increased.

[0014] The video game program according to a third aspect of the present invention ~~Claim 3~~ further implements a dispatch ability storing function with the computer in the video game program according to the first or second aspects recited in Claim 1 or 2. The dispatch ability storing function stores dispatch ability information for the character. At this point, the moving object control function references the dispatch ability information stored by the dispatch ability storing function and controls the movement of the moving object. In this case, the movement of the moving object is controlled according to the dispatch ability information for each character. Thereby, the video game player can experience a different nervousness and sense of realism for each character, when the moving object is dispatched from a character.

[0015] The video game program according to a fourth aspect of the present invention ~~Claim 4~~ is the video game program of any one of the first to third aspects recited in any one of Claims 1 to 3, in which the moving object control function establishes the extent of the displacement of the moving object at the destination of the moving object, and controls the movement of the moving object, in accordance with the dispatch position of the moving object at the character at the time at which the second request receiving function has received the dispatch request. In this case, the moving object control function establishes the extent of the displacement of the moving object at the destination

of the moving object, and controls the movement of the moving object, in accordance with the dispatch position of the moving object at the character. Thereby, the video game player can control the movement of the moving object when the character dispatches the moving object, and the nervousness and sense of realism that the player experiences when causing the character to dispatch the moving object can be increased.

[0016] The video game program according to a fifth aspect of the present invention ~~Claim 5~~ further implements a first timing display function on the computer in the video game program according to any one of the first to fourth aspects recited in any one of Claims 1 to 4. The first timing display function displays a timing indicator showing the timing of the dispatch of the moving object, after the first request receiving function has received the operation initiation request. In this case, the timing for dispatching the moving object can be determined with the timing indicator, by means of the first timing display function. Thus, the timing indicator allows the video game player to experience nervousness as a result of determining the timing for dispatching the moving object while watching the timing indicator change constantly over time.

[0017] The video game program according to a sixth aspect of the present invention ~~Claim 6~~ is the video game program according to the fifth aspect recited in Claim 5, in which the timing indicator is displayed in conjunction with the dispatch operation of the character. In this case, the timing indicator is displayed in conjunction with the dispatch operation of the character, and thus the video game player can experience nervousness and a sense of realism when dispatching the moving object from the character due to the timing indicator and the dispatch operation of the character.

[0018] The video game program according to the seventh aspect of the present invention

~~Claim 7~~ further implements a second timing display function with the computer in the video game program according to any one of the first to sixth aspects ~~recited in any one of Claims 1 to 6~~. The second timing display function displays the favorable or unfavorable results of the timing when the moving object was dispatched, by way of text or an image. In this case, in the second timing display function, the favorable or unfavorable results of timing when the moving object was dispatched are displayed with text or an image. Thereby, the video game player can confirm the favorable or unfavorable results of the timing when the moving object was dispatched, by way of the text or image. In addition, the video game player can experience a sense of realism when the moving object is dispatched from a character due to the favorable or unfavorable results of the timing when the moving object is dispatched.

[0019] The video game program according to the eighth aspect of the present invention

~~Claim 8~~ is the video game program according to any one of the first to seventh aspects ~~recited in any one of Claims 1 to 7~~, in which the speed of the moving object is determined by means of controller operations from when the first request receiving function receives an operation initiation request until the second request receiving function receives a dispatch request. In this case, the speed of the moving object can be determined by operating the controller from when the first request receiving function receives the operation initiation request until the second request receiving function receives the dispatch request. Thus, the video game player can control the movement of the moving object during the character's moving object dispatch operation, and can

experience nervousness and a sense of realism when the character dispatches the moving object.

[0020] A video game device according to a ninth aspect of the present invention ~~Claim 9~~ is a device which can execute, by means of a controller, a video game in which a character and a moving object are displayed on a monitor, and a moving object is dispatched by a character.

Please replace paragraph 0022 with the following rewritten version:

[0022] The video game method according to a tenth aspect of the present invention ~~Claim 10~~ is a method which can execute, by means of a controller, a game in which a character and a moving object are displayed on a monitor, and a moving object is dispatched by a character.

Please delete the paragraph titled DESCRIPTION OF THE REFERENCE NUMERALS which extends from page 6, line 24 until page 7, line 25.

Please replace the heading at page 7, line 26 with the following rewritten version:

Preferred Embodiments Of The Invention ~~Best Mode For Carrying Out The Invention~~

Please replace the sentence at page 21, line 1 with the following rewritten version:

What Is Claimed Is: ~~CLAIMS~~